

**IN THE CLAIMS:**

Please substitute for corresponding pending claims the claims as shown rewritten below with amendments effected therein. Appendix I is attached hereto having marked versions of said claims with amendments indicated by brackets and underlining.

1. (Amended) A video game apparatus comprising:

a monitor for displaying game images;

a plurality of operable members for operating the game images including a character displayed on the monitor;

a data transmitter for transmitting data to an external side;

a mode instructing member for selectively instructing a training mode and a transfer mode;

a first setter for setting a character to be trained and its training initial values when the training mode is instructed;

a training controller for obtaining training values to be added to the training initial values of the set character by causing the character to take actions in line of a training purpose according to the operation of the plurality of operable members;

an item giving device for giving a plurality of kinds of items to the character which are prepared in advance and influential to sums of the training values in

relation to at least one of the trained state of the character and action instructing operations given to the character by the operable members;

a judger for judging whether training has been successful; and

wherein said data transmitter transmits data of the successfully trained character to the external side when transfer mode is instructed and in addition to the data of the successfully trained character, said data transmitter transmits the training initial values.

4. (Amended) A character training control method for training a character by operating game images including a character displayed on a monitor by a plurality of operable members, comprising the steps of:

setting a character to be trained and its training initial values when a training mode is instructed;

obtaining training values to be added to the training initial values of the character by causing the set character to take actions on the monitor in line with a training purpose according to the operation of the plurality of operable members;

giving a plurality of kinds of items to the character which are prepared in advance and influential to sums of the training values in relation to at least one of the trained state of the character and action instructing operations given to the character by the operable members;

judging whether training has been successful; and  
transferring the data of the successfully trained character to an external side  
when transfer mode is instructed, and in addition to the data of the successfully  
trained character, transferring the training initial values.

7. (Amended) A readable storage medium storing a video game program, the  
video game program being a character training control program comprising the steps  
of:

setting a character to be trained and its training initial values when a training  
mode is instructed;

obtaining training values to be added to the training initial values of the  
character by causing the set character to take actions on the monitor in line with a  
training purpose according to the operation of the plurality of operable members;

giving a plurality of kinds of items to the character which are prepared in  
advance and influential to sums of the training values in relation to at least one of the  
trained state of the character and action instructing operations given to the character  
by the operable members;

judging whether training has been successful; and

transferring the data of the successfully trained character to an external side when transfer mode is instructed, and in addition to the data of the successfully trained character, transferring the training initial values.

Please add the following claims.

- -20. (Newly added) A video game apparatus according to claim 1, wherein the data transmitter transmits data wirelessly.

21. (Newly added) A video game apparatus according to claim 20, wherein the data transmitter transmits data with infrared signals.

22. (Newly added) A video game apparatus according to claim 1, wherein the data transmitter transmits data with infrared signals.

23. (Newly added) A video game apparatus according to claim 1, wherein the data transmitter transmits data through a cable.

24. (Newly Added) A video game apparatus according to claim 1, further comprising a probability changer for setting a probability for a plurality of remaining experience points.

25. (Newly Added) A character training control method according to claim 4, wherein data is transferred wirelessly.

26. (Newly Added) A character training control method according to claim 25, wherein data is transferred with infrared signals.

27. (Newly Added) A character training control method according to claim 4, wherein data is transferred with infrared signals.

28. (Newly Added) A character training control method according to claim 4, wherein data is transferred through a cable.

29. (Newly Added) A character training control method according to claim 4, further comprising setting a probability for a plurality of remaining experience points.

30. (Newly Added) A character training control program according to claim 7, wherein data is transferred wirelessly.

31. (Newly Added) A character training control program according to claim 30, wherein data is transferred with infrared signals.

32. (Newly Added) A character training control program according to claim 7, wherein data is transferred with infrared signals.

33. (Newly Added) A character training control program according to claim 7, wherein data is transferred through a cable.

34. (Newly Added) A character training control program according to claim 7, further comprising setting a probability for a plurality of remaining experience points.- -